

Shake Your Tail Feather!



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CHICKEN LITTLE SOUNDTRACK

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Featuring 16 tracks, 8 vocal and 8 instrumental, plus CD + Graphics and lyric book so everyone can sing along to their favorite songs from *Chicken Little*!

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Disney's Chicken Little



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.
Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1-2 Player
Simultaneous

**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE OR TWO PLAYERS
AND CONTROLLERS.**



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

Important Legal Information

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STARTING UP

1. Turn OFF the POWER Button on your Nintendo GameCube™.
2. Insert the Chicken Little Game Disc into the Nintendo GameCube.
3. Close the cover.
4. Make sure a Nintendo GameCube Controller is plugged into Controller socket 1.
5. If you want to save your game, insert a Nintendo GameCube Memory Card into Slot A of the console.
6. Turn ON the POWER Button and the **Chicken Little** title screen will appear.
7. To get started, press Start/Pause after you see the **Chicken Little** title screen. The Main Menu appears (see Main Menu on p. 8).

Controllers

Be sure to connect the Controller to Controller Socket 1 on the front side of the Nintendo GameCube™ system, as some commands cannot be entered from any Controller connected to any other Controller socket.

Memory Cards

In order to save games, you must have an installed Nintendo GameCube™ Memory Card (sold separately). Please note that data lost because of Memory Card insertion or removal during the Save/Load process, inappropriate handling or operation, or dust and dirt in the Nintendo GameCube system, cannot be retrieved.

Please refer to the Nintendo GameCube instruction booklet (pages 18-20) for directions on how to format and erase Memory Card files.



CONTROLS



Move	+Control Pad
Rotate Camera	C Stick
Jump / Menu Select	(A)
Attack	(B)
Sling Shot	(X)
Previous Menu	(Y)
Dodge Left/Right	(L) / (R)
Pause	Start/Pause
Browse Menu	Control Stick

Disney's

chicken little

Live the hair-raising adventures of Chicken Little and his band of misfit friends - Fish-Out-of-Water, Runt-of-the-Litter and Abby Mallard - as they embark on the adventure of a lifetime. Help them battle to save the town of Oakey Oaks from an alien invasion with an arsenal of cool gadgets. Along the way, you'll find that when it comes to saving the world, it helps to be a little chicken!



THE CHARACTERS



Chicken Little

Chicken Little's life hasn't been the same since that unfortunate "sky falling incident". He's plucky, determined and pretty inventive at dealing with the challenges the world hands you when you're particularly small. Chicken Little seems obsessed with finding an opportunity, a great moment, to prove to everyone that he's something more than that silly little hysterical chicken who thought the sky was falling.

Buck Cluck

Chicken Little's father, Buck Cluck is a loving parent trying his very best to help his only son find his way. He will provide words of wisdom to guide you on your adventure.





Fish-Out-of-Water

Fish-Out-of-Water has an amazing knack for being there at the right time with just the right thing. His friends seem to have no problems understanding his glubs. There's no knowing how much he understands about what's really going on, and yet somehow he always comes through, even if it's only to offer a hug.

Abby Mallard (a.k.a. the Ugly Duckling)

Abby Mallard is Chicken Little's best friend. She's obsessed with Modern Mallard magazine and has some pretty good advice for Chicken Little based on all the quizzes she's taken and articles she's read. Clearly Abby has come to grips with her unattractive appearance. She's the grounded one - wise, pragmatic and a lot of fun to be around. She doesn't always agree with his big plans, but stays positive and supportive. Abby is a loyal friend who's ready to put up a fight in support of her friends.



Runt-of-the-Litter

Runt is a loveable and insecure giant pig with some fairly serious body image problems. Even though he's huge, he thinks of himself as a "wee little pig". Runt experiences large emotional swings and seems to be a classic nervous eater. He could use a huge dose of self-confidence but when things start going horribly wrong, there'll be ample opportunity to rise to the occasion.

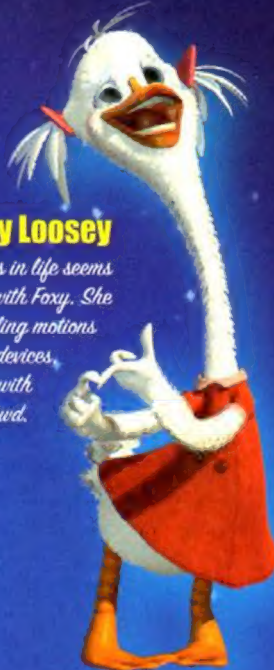


Foxy Loxy

Foxy is a sports star and the town darling. She's also Chicken Little's main nemesis and delights in constantly reminding him of that fateful day when he mistakenly thought the sky was falling. She loves the image of being just the sweetest person around, while assigning her bullying tasks to her not-so-bright sidekick, Goosey Loosey.

Goosey Loosey

Goosey is well...not too bright. Her status in life seems completely dependent on hanging around with Foxy. She doesn't speak, but rather communicates in flailing motions and a variety of crazy honks. Left to her own devices, she's not a bad goose, she's just hanging out with the wrong crowd.



Mayor Turkey Lurkey

Mayor Lurkey is your typical politician. He likes to be on the winning side at all times. He flip flops from thinking Chicken Little is the worst thing to ever hit the town, to the best hope for the future of Oakley Oaks, back to the absolute worst thing. He probably means well most of the time - he's just been "mayor-ing" a few too many years. In the end, he might have a thing or two to learn about what a very small chicken is capable of doing.



GETTING STARTED



PLAY GAME

Select a difficulty level and begin a new adventure with Chicken Little and his friends.

EXTRAS

Play Minigames

Play Minigames you have purchased in the Minigame Store.

Minigame Store

Use your Buck Cluck Trading Cards to purchase Minigames.

Cheat Codes

Enter cheat codes here to enhance game play.



LOAD GAME

Select between three (3) saved slots to restore a saved game. The Nintendo GameCube Memory Card must be in Memory Card Slot A.

Note: A Nintendo GameCube™ Memory Card with sufficient available memory blocks must be inserted in order to save games. See the section on saving games on p. 11.

Note: Never insert or remove a Nintendo GameCube Memory Card when loading files.



OPTIONS

Make all game setting changes here. Select **Accept** to save any setting changes.

Audio Setting

Switch between Stereo and Mono.

Sound Volume

Adjust the sound effects and in-game dialogue volume.

Music Volume

Adjust the music and cut scene volume.

Rumble

Turns the Rumble Feature of the Controller "ON" or "OFF" (Default = ON).

Invert Controls

When enabled, the Up & Down axis on the **Control Stick** is reversed.

SELECT LEVEL

Scroll left or right to access levels you have already played. You must load a saved game prior to accessing any of the game's unlocked levels.

PAUSE MENU

Press **START** to pause the game. The following options are available from the Pause Menu.

Continue - Return to the game in progress.

Restart Level - Return to the beginning of the current level.

Main Menu - Exit the game and return to the Main Menu.

Objectives - Select this option to view your goals for the current level.

Controls - View the controls for the current level.

Options - Access the Options Menu.



CHECKPOINTS AND SAVING

Within a level, there are many checkpoints. If you lose all of your Cluck Luck, as long as you do not turn off the game console, you will restart from the last checkpoint. When you reach the end of a level, you are prompted to save your game.



Note: A Nintendo GameCube™ Memory Card with sufficient available memory blocks must be inserted in order to save games.

Note: Never insert or remove a Nintendo GameCube Memory Card and do not turn off the system when saving files.



MAIN HUB

Cluck Luck

Collect acorns to earn Cluck Luck. As long as you have eggs, you can continue to play. If you lose all of your eggs, you will have to go back to the last checkpoint you have reached. The number of acorns that you need to restore an egg will vary, depending on the selected difficulty level.

EASY	5 Acorns
MEDIUM	10 Acorns
HARD	15 Acorns



Buck Cluck Trading Cards

Collect all five trading cards in a level to earn a series. Collect multiple series to buy a multiplayer minigame. Only entire series will be saved so make sure you collect them all before completing the level!

Coins

Collect Turkey Lurkey coins to purchase soda and give yourself a boost!

SPACE SIMULATOR HUD

Power Ups

Shield, rapid fire, double shot icons go here when these power-ups have been collected.

Health Bar

Missile Inventory

The number of missiles in your inventory.

Ring Count

Number of rings the ship has gone through.

Thrust Meter

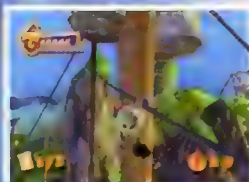
Buck Cluck Trading Cards

The number of cards collected.



CHARACTER ACTIONS

OUR HERO - CHICKEN LITTLE



Jump	(A)
Double Jump	(A) + (A)
Yo-Yo Attack	(B)
Yo-Yo Grapple	Face the grapple point and press (Y).
Yo-Yo Swing	Press (B) while near a swing point. Press (A) to jump.
Pole Climb	Press (B) while next to a pole.
Zip Line	Jump onto a wire to zip to a new area.
Slingshot	Hold (X) to aim. Release to fire. Tap to fire without aiming.

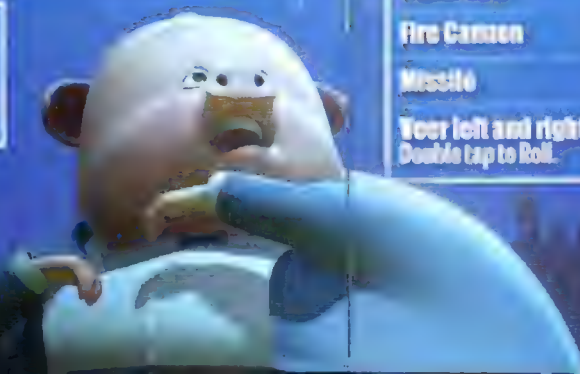
FISH-OUT-OF-WATER

Move Left & Right	Control Stick
Jump	(A)
Shoot Water	(B)



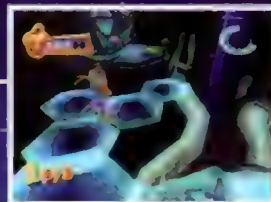
RUNT-OF-THE-LITTER

Move Left & Right	Control Stick
Jump	(A)
Shoot	(B)



ABBY MALLARD

Move	Control Stick
Jump - Press twice to double-jump, then hold to glide.	(X)



ABBY IN ALIEN WALKER

Enter/Exit Walker	(X)
Ascend Top of Walker	C Stick
Move Alien Walker	Control Stick
Fire Cannon	(R)
Pick up Object	(A)



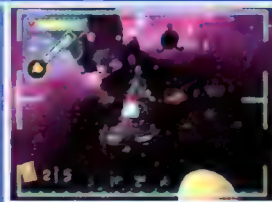
DRIVING

Steer	Control Stick
Accelerate	(Z)
Reverse	(Y)
Brake	(X)
Power Slide	(R) or (L)



SPACE FLIGHT

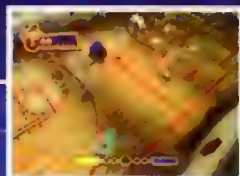
Steer Ship	Control Stick
Fire Cannon	(R)
Missile	(Y)
Yeer left and right Double tap to Roll.	(L) and (R)



CHARACTER ACTIONS (cont.)

DODGEBALL

Move	Control Stick
Dodge & Throw	(A)



BASEBALL

Press the correct button (A, B, Y, X) as it crosses home plate. The more accurate you are, the better your chances of hitting a home run when the baseball is pitched. Be careful though, three strikes and you are out!



CANNON CHAOS

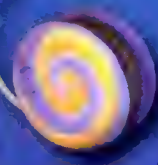
Aim	Control Stick
Tap to Fire Hold to charge power shot	(X)



GADGETS

YO-YO

Use the go-go to break obstacles, shimmy up poles and whack foes.



Grapple Yo-Yo (Upgrade)

With this yo-yo upgrade, Chicken Little can swing from hooks as well as shoot across gaps.



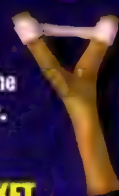
Power Shot Yo-Yo (Upgrade)

Hold down the yo-yo button to charge up Chicken Little's go-go for a power shot.



SLINGSHOT

Chicken Little's trusted ranged item! Use the slingshot to trigger switches and stun foes.



BOTTLE ROCKET

From time to time, Chicken Little will need to collect coins to pay for a soda. Chicken Little can then strap the soda onto his back for a rocketing ride. The number of coins needed depends on the difficulty level. Easy - 10 coins; Medium - 15 coins; Hard - 20 coins.



Coins:



Bottle Rocket:



COLLECTIBLES

SPACE SIMULATOR COLLECTIBLES

Before Chicken Little, Abby, and Runt can get into the alien ship to rescue their friend Fish, Chicken Little must pass a space simulator test. Collect these power-ups to make it through the level.



Rapid Fire

Replenish Health



Bottle Shot



Shield



Missiles

19

18

COLLECTIBLES (cont.)

UNIFORM HUNT COLLECTIBLES

Foxy Loxy and Goosey Loosey have taken Chicken Little's uniform from him and hidden the parts all over Oakley Oaks. Collect all six pieces so you'll have your uniform ready for the Big Game.

Helmet

Bat

Pants

Shoes

Jersey

Glove



Timer Bonus

Collect these to add time to the clock.

Grapple Icons

These visual icons will help you find the places within the game where Chicken Little can use his yo-yo to swing across gaps or zip over larger spaces.



MISCELLANEOUS COLLECTIBLES AND OTHER HELPFUL THINGS



Acorns

Collect acorns to earn more Cluck Luck.



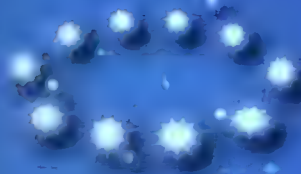
Coins

Collect enough coins to purchase a soda.



Buck Cluck Trading Cards

Collect all five cards in a level to earn a series. Earn a couple of series to purchase a multiplayer minigame.



Power Shot Indicator

Look for the blue sparkles to know when it's time to let loose with a power shot!

? (Question Mark)

You will find these scattered throughout the game. Walk up to these to learn a new objective.



GAME LEVELS



Late For School

Chicken Little is late for school and it's up to you to help him get there. Learn the basic moves of the game as you collect coins to buy a soda to rocket you into a school window.

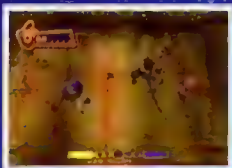
Dodgeball Hall - Pail Ride

Avoid obstacles by moving left, right or jumping as you roll down the school hallway.



Dodgeball Hall - Dodgeball

It's time for dodgeball! Lead the team of Chicken Little's friends against Foxy Loxy's team. The real rules of dodgeball apply. Catch a ball and the player who threw the ball is out and a member of your team gets to come back in. Hit a player with the ball and they're out. Be sure to dodge so you aren't hit yourself.



Goosey Chase

Goosey Loosey is after Chicken Little. Help Chicken Little avoid obstacles, school kids, janitors and most of all, the dodgeballs that Goosey throws as you run down the school hallway. Don't let Goosey get too close!



Uniform Hunt

Foxy Loxy and Goosey Loosey have taken Chicken Little's uniform from him and hidden the parts all over Oakey Oaks. Find the uniform pieces throughout the town, including the Theater. You'll need some extra help so there's a yo-yo upgrade to help you with the hard-to-jump gaps.



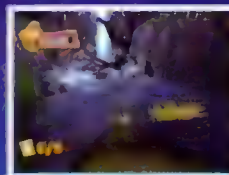
Baseball Practice / The Big Game

Press the correct buttons in time with the music to improve your chances of hitting the baseball. If you miss something as it crosses home plate or press the wrong button, this will count as a strike. Three strikes and you're out. Now play ball!



Carpool Craze

Chicken Little's friends - Abby, Runt and Fish - need to drive through Oakey Oaks to take care of various errands before stopping at Chicken Little's house.

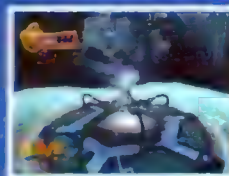
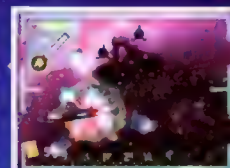


Backyard Pursuit

Fish is being flown away on an alien hover panel! Chicken Little must run through backyards to try and rescue his friend. There are harder obstacles to break so collect the yo-yo upgrade and hold down the yo-yo button to execute a power shot.

Space Simulator

Before Chicken Little, Abby, and Runt can get into the alien ship to rescue their friend, Chicken Little must pass a space simulator test. Use the missile, rapid fire, double shot and shield power-ups to make it through the level.

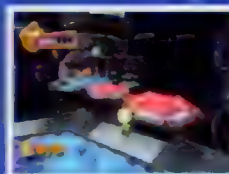
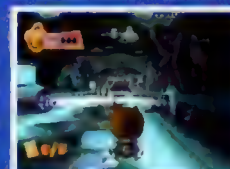


Alien Abby

Play as Abby as you explore the inside of the alien ship. Use the Alien Walker to help with the trickier parts of the ship.

Runaway Runt

Runt has been separated from the others and falls head first into an alien bucket. The alien bucket has the ability to shoot energy shots that are used to remove obstacles in the way or hit switches to open doors.



Space Alarm

Chicken Little picks up the slingshot in this level. Use it to hit switches to open doors and to stun robots. Hold down the slingshot button to bring up a first-person mode for accurate aiming.



Space Simulator II

Another test for Chicken Little! This time, you'll have to play the simulator from an overhead view.

Tube Surf

Fish always finds a way to have fun. Help Fish use an alien hover panel to surf the tubes inside the alien ship. Fish can shoot water at security drones to clear paths.

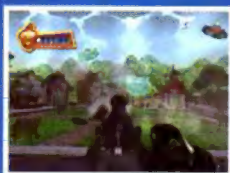


Cornfield Escape

Chicken Little must get his friends and bring them to safety. The safety areas will have a question mark by them. Don't let Chicken Little be seen by a searchlight!

Cannon Chaos

Turkey Lurkey (the town Mayor) is using the town cannon to ward off the alien ships in an effort to protect the town. Hold down the cannon button to charge up a super shot.



Firetruck Frenzy

Drive the firetruck to reunite the alien child with its parents. Drive through the rings on the road to gain more time.



Tube Tumble

Runt has tripped again and this time he's rolling down a tube that's similar to the one Fish was in earlier. Don't forget to jump to avoid obstacles!



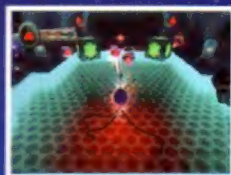
Alien Little

It's Chicken Little's turn to use the Alien Walker to explore the ship.



Gravity Grab

Help Chicken Little work his way past drones to a low gravity room where he can leap tall buildings, or at least teleported trees, in a single bound.



Space Simulator III

This time, there won't be much open space as you fly through asteroids and ships.



Final Boss

Chicken Little must defeat the security system's CPU inside the alien ship to rescue his Dad. Use your slingshot and yo-yo to show the CPU who the real chicken is!



Runt's Escape

Runt is back in the firetruck and this time it's to get back to Oakey Oaks before the alien ship takes off. Collect the time bonuses to give Runt a little more time.



Space Armada

Chicken Little has saved the day! Now play as Chicken Little's movie alter ego, Ace, as you pilot the movie version of a space ship through Hollywood's version of outer space.



MULTIPLAYER MINIGAMES

Drone Dash

One player starts out controlling the cannon while the other controls the drone. If the drone makes it across the finish line without being hit, that player will earn a point. If the drone is hit, the player controlling the cannon will earn a point. Turn about is fair play though and after time is up, players will switch sides.

For Cannon

Aim	Control Stick
Fire Cannon	(B)

For Drone

Move	Control Stick
Speed Boost	(A)



Pig Paddle

Runt has somehow found himself in an anti-gravity room. Just don't let him get past you!

Move Paddle	Control Stick
Fire Cannon	(B)



Super Speedway

On your mark, get set, go! First player to complete three laps around the outskirts of Oakey Oaks wins.

Steer	Control Stick
Accelerate	(A)
Brake	(X)
Reverse	(Y)
Power Slide	(R)



Space Shooter

Both you and a friend can play one of the space simulator levels. Shoot more alien ships and collect more power-ups than your friend to earn the high score.

Steer Ship	Control Stick
Fire	(B)
Missile/Alt Fire	(Y)



Saucer Smash

Now it's your turn to protect the town. Can you ward off more alien ships than your opponent?

Aim	Control Stick
Fire Cannon	(B)
Super Shot	Hold (B) then release to fire



Walker War

Play this walker simulation to see who has better command of their walker. Use your surroundings to help you out in this one.

Move	Control Stick
Rotate Camera	C Stick
Fire Cannon	(R)
Pick up Object	(L)



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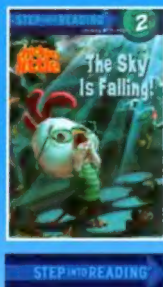
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